

ACTIVISION

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Player's Guide

For Commodore® 64™ and 128™ and
Atari® XL and XE Computers

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Getting Started

To load *Solid Gold Software* into your computer and select a game, follow the steps below for your system.

Commodore 64 and 128 Computers

1. Connect one or two joysticks to your computer (if you're using only one joystick, connect it to port 1).
2. Turn on your computer, TV or monitor, and disk drive. (If you have a Commodore 128, hold down the C= key while you turn it on; or, when the **READY** prompt appears, type **GO64** and press **RETURN**, then type **Y** and press **RETURN**.)
3. Insert the *Solid Gold Software* disk in the disk drive, *label side up*. Type **LOAD "*"8,1** and press **RETURN**. After a few moments, the title screen appears, followed by a menu of the games available.
4. Select the game of your choice by pressing the corresponding number key on the keyboard.

Atari XL and XE Computers

1. Connect one or two joysticks to your computer (if you're using only one joystick, connect it to port 1).
2. Turn on your disk drive.
3. When the busy light on your disk drive goes off, insert the *Solid Gold Software* disk in the disk drive, *label side down*, and turn on your computer and monitor or TV. After a few moments, the title screen appears, followed by a menu of the games available.
4. Select the game of your choice by pressing the corresponding number key on the keyboard.

Pitfall!

Guide Pitfall Harry through a treacherous jungle maze. He must leap over obstacles and dodge deadly dangers while grabbing all the treasure he can reach. All before time runs out.

You begin each game with 20 minutes, 2000 points, and three lives.

Press **F1** (Commodore) or **START** (Atari), then move the joystick to start the action.

The game ends when time runs out or when Harry loses all three lives.

Keyboard Controls

	Commodore	Atari
To begin a game	F1	START
To pause and resume play	RUN STOP	no pause feature
To break off play and start over	RUN STOP and RESTORE	START

Using the Joystick

To run right or left, push the joystick in that direction.

To jump over obstacles, press the joystick button.

To climb up ladders, push the joystick forward; to descend, pull back and to the left or right.

To grab a swinging vine, press the joystick button as you run toward the vine; to release the vine, pull back on the joystick.

To jump from croc to croc across the swamp, press the joystick button.

To pick up a treasure, simply run by it.

Scoring

Finding treasure earns you points as follows:

Money bag 2000

Silver bar 3000

Gold bar 4000

Diamond ring 5000

There are eight of each to be found, or 32 in all, worth a total of 112,000 points. If you collect them all without losing any points, you'll earn a perfect score: 114,000 points.

Falling down a hole costs you 100 points. Getting bumped by a rolling log also costs you points—how many depends on how long Harry and the log are in contact.

Tips

The logs always roll from right to left. When Harry loses a life, your "new" Harry always drops from the trees on the left side of the screen.

To get to know the jungle and the best route to all the treasures, try making a map of the terrain and underground passages.

Until you get good at jumping from croc to croc, you might wait until the crocodiles' jaws are closed, then jump to the back of the first one's head and wait for the jaws to open and close again before jumping to the next one.

Demon Attack

You're marooned on an uncharted ice planet, with legions of demons screaming overhead. Use your laser cannon to destroy them and earn points—or meet with oblivion.

You begin each game with one active laser cannon and three reserves. Each attack wave you survive untouched earns you an additional reserve cannon, to a maximum of six.

Options and Controls

Commodore

When the selection screen appears, you may make three choices:

Press **F1** to choose whether you want to play with one or two joysticks or with the keyboard. When using the keyboard, press **J** to move left, **L** to move right, and **F** to fire.

Press **F3** to choose one- or two-player action.

Press **F5** to choose regular or tracer shots—tracer shots take left or right movement from the movement of the laser cannon at the moment they're fired.

When you've made your selections, press **F7** to begin play.

During play, press the spacebar to pause or resume the action. Press **F7** to return to the selection screen.

Atari

Press the **OPTION** key to cycle through the game options, numbered 1 through 10 as described below. When you've selected the one you want, press the **START** key or your joystick button to begin play.

- 1 One player with regular shots.
- 2 Two players with regular shots. Each player's turn lasts until he or she is destroyed—or until *all* the demons are destroyed.
- 3 One player with tracer shots—tracer shots take left or right movement from the movement of the laser cannon at the moment they're fired.
- 4 Two players with tracer shots.
- 5 One player, and the *demons* fire tracer shots.
- 6 Two players, and the demons fire tracer shots.
- 7 One player—both you and the demons fire tracer shots.
- 8 Two players—both you and the demons fire tracer shots.
- 9 Two players, with control alternating every few seconds. Watch the color of the active laser cannon to see when it's your turn.
- 10 Same as option 9, but both players fire tracer shots.

Scoring

The point values for the demons you destroy increase as the waves become more difficult. But at the end of every 12 waves, the scoring progression starts again at the beginning.

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